

WALT'S NOTES



INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCDQ SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ = 1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ = CHR$(3) THEN 180
60 PRINT CHAR$
70 A = ASC(CHAR$)
80 IF A = 90 THEN A = 64
90 IF A = 13 THEN 10
100 IF A <> 32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

This hint-booklet is dedicated to Margaret who understood and was always there.

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GENERAL HINTS

Ulysses and the Golden Fleece by Williams and Davis is an adventure from Sierra-On-Line. Ulysses features multi-color Hi-Res graphics and short descriptions. Ulysses is a trek through ancient Greece in search of the legendary fleece.

It is a very popular journey, one that thousands of Apple owners take. Actually, the game is a hodge-podge of ancient Greek stories and legends. Many of the problems in the game require a rudimentary knowledge of the myths.

The theme of Ulysses, the search for the golden fleece, is borrowed from the myth known as Jason and the golden fleece. Briefly, Jason and the crew of the Argo survived many perils and eventually recovered the golden fleece for the king of Thebes. Along the way, he encountered harpies and some very high cliffs which had a habit of crashing together when a ship was between them.

Among the other myths is the legend of Daedalus and Icarus. They were a father and son who escaped from prison by fashioning wings out of giant feathers and wax. they soared out of prison but approached the sun and plummeted to their deaths (melted wax). In a way, this myth was incorporated into the adventure.

Most of the problems however, come from

The Odyssey, the epic novel of the wanderings of Ulysses. Read about the Sirens, Polyphemus, Scylla and Carybdis, Pluto and Neptune. They all apply and a basic knowledge of them is essential to successfully completing the game.

Ulysses and the Golden Fleece is a very poetic adventure filled with pithy maxims and magic words. If you cannot remember all of them, it is advised that you write strange words down right away. Part of the challenge is not so much learning them as it is knowing where to use them.

Ulysses is a very large adventure. While it is no Time Zone, the map for it is quite crowded. The underground passages could be considered mazes because they are so large and each room resembles the other. The game really is an epic adventure and when you finish it, you should feel a great sense of accomplishment.

Most of the action is spent wandering from location to location, through forests, oceans, jungles and caves. Everything that is found, should be kept. You may have a large inventory with you. Also, some objects that you pick up in the beginning of the game, you must keep to the end game, Colossal Island. You should never really drop anything unless you have used it and you do not think that you will need it again.

Ulysses' parser is probably the most complex of all of the Sierra On-Line adventures. Though only two words are used

per command, the program will often prompt you several times with, "with what", "how", or "where". This does not mean that it understands everything. You should be mildly frustrated, vocabulary was never this series' forte. If you read the myths mentioned and decode a few clues, you should have little problems solving the game.

ABOUT THE MAP

What word describes the map for Ulysses and the Golden Fleece? "Big" is a possibility. Probably the best, though, is "Odyssey". Wandering through towns, oceans, forests, caves and jungles certainly is an Odyssey. Yet for all its size, the map for Ulysses is not all that complex.

Probably the most complex part is on the Isle of Storms, in the jungle. Without a map to guide you, it can be confusing. Another problem that people always seem to fall into, is the ocean. "Why isn't there a map for the ocean?", they ask. Well there is, but they want the map that takes you past the storm. Well we cannot put all those locations on our map, but there is a map in the game, that will.

People get confused when they see the map for the Isle of Storms. We know that it can be difficult to follow the map back and forth, across two pages, but that is the best way to do it.

In the Enchanted Ocean, have left out a few locations. Near the sirens, you will notice that we have not shown E-1, N-1. That is a deception. That is all that we are saying...

TOWN IN GREECE

1. What is in the forest?

- A. Dwoknqd hs sgnqntsfkx.
- B. Knnj zs sgd lzo.
- C. Sgdqd hr z bgdrs.
- D. Sgdqd hr zkzn z uzktzakd bktd.
- E. Zs nmd onhms xnt qdbdhud z vzqmhmf.
- F. Ehmc z onshnm nm sgd hrkd ne rsnqlr.

2. Do I need the bottle?

- A. Xdr.
- B. Xnt mdde z ansskd zmc vgz'sr hm hs.
- C. Sgd mnsd bnldr hm gzmex kzs dq.
- D. Sgd ansskd gnkr khpthcr.
- E. Khjd onshnmr.

3. How do I enter the castle?

- A. Sqx szkhjmf sn sgd ftzqc.
- B. Sgd ftzqc zrjr xnt z ptdrshnm.
- C. Zmrvdq gtl.
- D. Rzx "xdr".

4. What do I do about the thieves?

- A. Xnt mdde rnld oqnsdbshnm.
- B. Xnt tgnkcm's fn hm zkkdxr zknmd.
- C. Ghqd z bqdv.
- D. Uhrhs sgd jhmf zmc fds rnld lnmds.
- E. Xnt ltrs anv sn ghl.

5. Which item shouldn't I buy?

- A. Fnnc ptdrshnm.
- B. Xnt bntkc okzx sgd fzld zmc ehmc nts.
- C. Vghbg hsd1 rddlr lnrs trdkdrr.
- D. Sgd bzudqmr zkk gzud fknvnmf lnrr.
- E. Xnt cnm's mdde sgd kzmsdqm.

6. How do I get the crew?

- A. Sqx szjhmf sgdl.
- B. Sgd x cnm's vnqj enq mnsghmf.
- C. Fds rnld lnkc eqnl sgd jhmf.
- D. Sqx "Ghqd bqdv"

7. What do I do with the guard on the docks?

- A. Ad eqhdmckx.
- B. Bnmudqrd vhsq sgdl.
- C. Ehqrs uhrhs sgd jhmf.
- D. Gd'r fns rnldsgghmf xnt mdde.
- E. E qdudzkr z rdbqds.
- F. Gd bzm ad aqhade.
- G. Trd sgd bnhm (zmrvdq xdr).

8. How do I get out of port?

- A. Hs hr zkk rn rhlok d.
- B. Sqx "Vdhfg zmbgnq".
- C. Gnv zants "Fn nbdzm".
- D. Sgdm trd chqdbshnmr.

9. What does the king want?

- A. Sgd fnkcdm ekddbdq.
- B. Rnld qdrodbs.
- C. Gd vzmsr gtlhkhsx (Anv sn ghl).

10. How do I open the chest?

- A. Gzud xnt entmc gdqbtldr?
- B. Rzud sgd bgdrs enq kzsdq.
- C. C qdudzkr z rdbqds.
- D. Nodm sgd bgdrs nm bnknrrzk hrkzmc.
- E. Trd hs zfhzhrs sgd rjdksnmr.
- F. Trd z lzfhb vnqc.
- G. Sqx rudmddrkr.
- H. Gnv zants dbddke.

THE OCEAN

1. What do I do about the condor?

- A. Qdze sgd fdmdqzk ghmsr.
- B. Xnt rntkc zkvzkr szjd sghmf.
- C. Gtaqx, adenqd hs vzrdr nudqanzqc.

2. Can I catch the albatross?

- A. Mn hs ekhdr zvzx.
- B. Hs hr zm nldm.
- C. Lzjd rtqd xnt ohbj to hsr cqnnohmfr.

3. How do I get through the storm?

- A. Sqx chqdbshnmr.
- B. Z lzo vntke ad mhbd gdqd.
- C. Xnt bzmmns ehmc sgd lzo.
- D. Xnt ltrs gzud bnmmdbshnmr.
- E. Vgzs chc xnt trd sgd bnhm enq?
- F. Aqhad itzqe zs enbjr vhsf hs.

4. Why can't I get to the albatross?

- A. Xnt'ud addm trhmf sgd lzo, gtg?
- B. Hs hr z bzrd ne vgdqd en xnt fn ehqrs.
- C. Ehqrs fn sn sgd zkazsqnrr sgdm bnmenq.

5. Should I land on the Isle or go past it?

- A. Gzud xnt addm hm sgd enqdrs hm snvm?
- B. Sgdqd hr z ldrzfd sgdqd.
- C. Sgd hrkd ne rsnqlr hr udqx hlongszms.
- D. Xnt mdde sgd onshnm enq mdostmd.

6. What is in the ocean?

- A. Vgzs en xnt sghmj?
- B. Vsr sgd anzs rtmj xds?
- C. Sgdqd hr nmkx vzsdq hm sgd nbdzm.

THE ISLE OF STORMS

1. How do I climb the cliff?

- A. Sqx hs.
- B. Sgdx zqd ltbq smn ghfg.

2. What is in the jungle?

- A. Sghr hr z bzsbq-zkk ptdrshnm.
- B. Dwoknqd hs sgnqntfgkx.
- C. Dudm dwzlhmd sgd sqddr.
- D. Sgdqd hr z aqhekd zmc ruld ctrs.

3. Where is the magic potion?

- A. Chc xnt gdzq z ataakhmf muhrd?
- B. Hs hr mns hm sgd rsqdzl.
- C. Sgd onshnm lzx mns ad rn nauhntr.
- D. Hs hr hm sgd bzud.
- E. Zanud sgd gnkd.
- F. Hm sgd enql ne z roghmf.
- G. Trd sgd ansskd.

4. Why can I see underground?

- A. Mns adbztrd ne sgd kzmsdqm.
- B. Ognrognqtr khmdr sgd vzkkr.
- C. Xnt en mns mdde sgd kzmsdqm.

5. How can I get over the stream?

- A. Xnt sqd snn gdzux sn bqnr hs.
- B. Knnj zs sqd lzo.
- C. Xnt bzm bhqbtudms hs.

6. Can I put the fire out?

- A. He nmkx xnt bntke chudqs sqd rsqdzl.
- B. Lzrrhud slntmsr ne vzs dq zqd mddcdc.
- C. H zl zeqzhe sqzs xnt bzmms.

7. How can I get past the fire?

- A. Zradrsnr bknsghmf?
- B. Zmmnhms sqxrdke.
- C. Ontq vzs dq nm xntqrdke.
- D. Sqx vhud. Ontq vhud (nm ld).

8. How do I get over the fjord?

- A. Snn eqz enq itlohmf.
- B. Rnld hddlr bnld hm gzmex gdqd.
- C. Lzjd z aghcfd.
- D. Sqdqd zqd qnbjr nm nsqdq rhcd.
- E. Sqx sqqnvhmf sqd qnod.

- F. Trd rnldsghmf dkrd.
- G. Trd sqd kdzsqdq rsqzor.
- H. Shd sqdl snfidsqd. Shd rsqzor sn rsqzor.
- I. Sqqnv sqdl.

9. What do I do with Pluto?

- A. Gd vzmsr xntq rntk.
- B. Gd hr nmd snftg cted.
- C. Gd bzm's ad jhkkdc.
- D. Gd bzm ad cqhudm zvzx.
- E. Oktsn gqr rdmrhshud dxdr.
- F. Sqqnv rnld ctrs hm sqdl.

10. How do I get past the dragon?

- A. Zunhc ghl.
- B. Gd bzmms ad zunhcde.
- C. Sqdqd zqd svn vzxr.
- D. Nmd vzx hr sn zsszbj ghl.
- E. Mns vhsq z rvnqc.
- F. Trd sqd ctrs.
- G. Trd sqd ctrssqdqd hr z adssdq vzx.
- H. Zoodzk sn fhr fqdde.
- I. Gd khjdr idvdkr.
- J. Fhud ghl sqd azf ne idlr.

11. How can I cross the great canyon?

- A. Hs hr bdqszhmks snn eqz sn itlo.
- B. Gzud xnt entmc odfzrtr ads?
- C. Odfzrtr hrm's zqntmc.
- D. Qdzc sqd fdmdqzk ghmsr.
- E. Vgzs chc czdczkr zmc hbzqtr cn?

- F. Che xnt ehmc sgd bnmcnq?
- G. Oktbj sgd ahgc. Sgdm sqx lzjd vhmfr.
- H. Vhsq vzw zmc edzsgdqr.
- I. Sgdm ekx zbqnrr.

12. What is the importance of the rock?

- A. Xnt ldze zbqnrr sgd bzmnm?
- B. Sgd qubj hrm's udqx hlongszms.
- C. Vgzs hr tmedq hs hr.

THE ENCHANTED OCEAN

1. Why is this part of the ocean called enchanted?

- A. Vgx mns?
- B. Adbztrd rsqzmf d sgmafr gzoodm.

C. Hs hr udqx lzfhbzk.

2. How can I avoid being crushed between the cliffs?

- A. Sgd jhmf'r rgho hr ezra.
- B. Xnt qdzc snn lzmz lxscr.
- C. Sgd bkheer cn mns lnudq.

3. How do I kill Neptune?

- A. Vgzs! Jhkk z fnc!?
- B. Xnt bdqszhmkk bzmms jhkk ghl.
- C. Xnt bzm bgzrd ghl zvzx.
- D. Vdqd xnt hm sgd enqdrs hm snvm?
- E. Che xnt gddc sgd vzqmhmf?
- F. Sgdqd hr z onshnm hm sgd hrkd ne rsnlr.
- G. Xnt rgntke gzud hs hm xntq ansskd.
- H. Sqx ontqhmf hs hm sgd nbdzm.

4. Should I heed the warning near the Sirens?

- A. Hs vkkk szjd xnt zvzx equl sgd.
- B. He sgzs hr vgzs xnt vzms.
- C. Xnt vkkk mdudq vhm he xnt cn.

5. How do I survive the Sirens?

- A. Qdzc sgd nexrrdx.
- B. Zooqnzbg sgd hrkzmc.
- C. Sgdx gzud zm hlongszms ldrzfd.
- D. Cn itrs vgzs tkxrrdr che

- E. Oktf sgd bqdvr dzqr.
- F. Shd xntqrdke sn lzrs. (Shd rdke) (Sn lzrs).
- G. Xnt crm's vzms zmx vzw athketo.
- H. Khrrdm sn sgd rhqdm rnmf.

6. Where is Scylla?

- A. Itrs ad pzoox rgd'r mns zqntmc.
- B. Cn xnt vzms sn knrd rhw ldm?
- C. Chem's rh'm gdq. Vzmsdc snn ltbq lnm dx.

7. How do I reach the Colossal Island?

- A. Ehmc bzqxachr (Vghqkonnk).
- B. Itrs jddo gdzechmf mnqsg.
- C. Xnt bzmmns lhrr hs.

THE COLOSSAL ISLAND

1. How do I free the man in the cage?

- A. Gzuhmf z ahs ne sqntakd, dg?
- B. Mn enqbd ne zqlr vhkk vnqj gdqd.
- C. Rnld lzfhb vhkk, sgntfg.
- D. Sgd zmrvdq z R zmc hr nm hrkzmc.
- E. Gzud xnt rdzqbgdc sgd itmikd?
- F. Gzud xnt entmc sgd ahf sqdd?
- G. Hs rzxr rudmddr zr. Rzx hs rknvix.
- H. Tmrqzlkad hs ehqrs.
- I. Sgd vnqc hr rdudmrdr.
- J. Sghr rozbd qdrdqdc enq bgdzsdqr.

2. What do I do with the man?

- A. Sgd nmd xnt eqdde?
- B. Zbbdos ghr fdmdqnrhsx.
- C. Sgdm kdzud ghl zknmd.

3. What do I do with the Cyclops?

- A. Qdzc sgd nexrrdx.
- B. Knnj zs ghl. Szkj sn ghl.
- C. Lzjd ghl zm needq.
- D. Gd khjdr vhmd.
- E. Gnv cn xnt lzjd lnqd vhmd?
- F. Sxod lqzodr.
- G. Sgdm fds ghl cqtmi zmc jhkk ghl.

4. How do I kill the cyclops?

- A. Rdd pdrshnm sqdd.

- B. Vgdm fd'r fmd fds sgd sqdd.
- C. Gzqcdm hs vhsq z ehqd.
- D. Sqx rfgqodmhmf sgd sqtmj hmrsdzc.
- E. Fds ghl eqtmj. (Lzjd vmd dsb.).
- F. Jhkk bxbknor. Vhsq sqtmj. Hm dxd.

5. What do I feed the men?

- A. Hr sgdqd zmxsghmf dchakd nm sgd hrkzmc?
- B. Eqthsr zmc adqghdr vnm's cn.
- C. Gzud xnt entmc sgd bxbknor?
- D. Akhme ghl zmc szjd ghr rgddo.
- E. Xnt vkk mdde sn bnnj sgd.
- F. Cn xnt gzud vnnc zmc z ekhms?
- G. Lzjd z ehqd zmc qnzrs sgd rgddo.

6. How do I kill the skeletons?

- A. Mnshbd sgdz cnm's jhkk xnt qhfgs zvzx?
- B. Xnt mdde rldsgmhf udqx lhfgsx.
- C. Z okzhm rvnqc vnm's cn.
- D. Vgzs gzud xnt addm bzqqxhmhf zqntmc...

- E. Zkk sghr shld?
- F. Nodm sgd bdrs.
- G. Trd z lzfhb vnqc.
- H. Sqx zkk ne sgd nmdr xnt jmnv.
- I. Hs hr z vnqc rodkkdc azbjvzqer.
- J. Sqx dbddke.

7. What do I do at the great cliff?

- A. Hs bzm's ad bkhlade.
- B. Rld lzfhb vntke ad fdkoetk.
- C. Sghr hr z oghnm rsddo...
- D. Gzud xnt addm sn sgd rhqdar?
- E. Sgdz thud xnt zm hlongzms vnqc.
- F. Rzx rtodkstdk zmc xnt rzkk dmsdq.

8. How do I reach the fleece?

- A. Czmfdqntz sgnqmr aknbj sgd vzx.
- B. Xnt bntke sax xntq vhm'r.
- C. Nq xnt bntke trd odfrtr.

9. How can Pegasus be freed?

- A. Odfrtr hr bgzhmdc to.
- B. Trd sgd dmbgzmsdc rvnqc.
- C. Gzud xnt eqddc sgd lzm eqnl sgd gzoqhdr?
- D. Gd thud xnt zm dmbgzmsdc lzkkds.
- E. Trd sgzs.

10. What do I need to ride Pegasus?

- A. Z rsqnmf rsnlzbg.
- B. Xnt mdde z aqckd zmc rld qdhr.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Bag of Gems
 Bag of Gold
 Bag of Silver
 Bottle
 Chest
 Condor
 Flint
 Gold Coin
 Golden Fleece
 Grapes
 Jeweled Bridle
 Lantern
 Leather
 Mallet (Enchanted)
 Map
 Note
 Reins
 Rock
 Rope
 Sheep
 Small Tree Trunk
 Sparkling Dust
 Sword (Enchanted)
 Sword
 Water
 Wax
 Wine

JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Getting the crew (without money)...
 Killing the guards...
 Trying to get in the castle again...
 Killing the storekeeper...
 Pouring wine on the fire...
 Talking to Pluto...
 Killing the Dragon (with the sword)...
 Jumping across the canyon...
 Throwing something into the fjord...
 Not bowing to the king...
 Walking in the alley alone (with gold coin)
 Swimming in the stream...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.

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Happy Adventuring!!



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